

Critically-acclaimed game designer looking for exciting projects and passionate teams.

EXPERIENCE

Bluepoint Games

April 2021 – Present

Senior Designer

- **God of War: Ragnarök (PS4 + PS5)**
 - Led + mentored a team of five in a yearlong effort to implement wildlife across the entire game.
 - Worked with stake holders to implement + place assets with proprietary tools.
 - Helped construct and debug set pieces + quests across the title.
 - Learned Maya to edit IK collision, wall + ground collision, and surface tagging.
- **Unannounced Project**
 - Pioneered narrative research initiatives and performed competitive analysis.
 - Wrote and pitched intent docs to define early features.
 - Created testbeds to prove out, organize, and prototype ideas.

BioWare

July 2020 – April 2021

Gameplay Designer

- **Star Wars: The Old Republic (PC)**
 - Successfully rebooted the *Uprisings* feature. Rebalanced and enhanced content across multiple levels to reduce frustration and create engaging + memorable encounters.
 - Worked on the dungeon *Spirit of Vengeance*. Placed ambient NPCs, tuned traversal challenges, fixed bugs, and created + implemented the secret boss *Goldie*.
 - Conceptualized the raid *R-4 Anomaly*. Helped draft initial story, kit-bashed initial level design, and designed first raid boss *IP-CPT*.
 - Rebooted AoE indicators, simplifying the system + visual language, and defined color palette.

Other Ocean Emeryville/Digital Eclipse

June 2018 – June 2020

Game Designer

- **MediEvil Remake (PS4)**
 - Owner of multiple levels. Responsible for event scripting with Unreal Blueprints, encounter design, and playtesting.
 - **Updated all bosses.** Modernized their design while maintaining the original game's spirit.
 - Led a strike team to redesign all the enemies. Tweaked AI + behavior using Unreal state machine system and animation editor.
 - Created a brand new post-game, enhancing existing content with additive changes and twists.
 - Co-wrote additional dialogue with game's original creator, including the bestiary, loading tips and new post-game narrative.
- **The Making of Karateka (PC + Consoles)**
 - Helped craft overall structure and interactive events.
 - Participated in video editing and research of archival + interview footage.

Psydra Games

September 2010 – January 2023

Co-Founder/Project Director

- **Mike Dies (PC + Switch)**
 - Responsible for game structure, level design, boss encounters and narrative in a 2D platformer.
 - Managed a team of seven developers across the globe.
 - **Winner of the MomoCon 2018 Indie Game Awards and showcased at the Seattle Indies Expo.**
- **Dark Scavenger (PC)**
 - Project director, writer and designer of the critically-acclaimed RPG *Dark Scavenger*.

- Led a team of twelve game industry professionals
- **Official Selection** in various festivals, including EGX Rezzed, Boston Festival of Indie Games and the Independent Propeller Awards.

High Voltage Software

January 2017 – October 2017

Game Design Lead

- **They Live to Destroy (Gear VR)**
 - Successfully revamped and shipped a struggling project in Unreal.
 - Managed and mentored team of two experienced designers.
 - Created single-player campaign + onboarding, conducted playtest sessions, implemented director feedback, wrote design documents, and balanced + tuned in-game economy.
 - Wrote dialogue and directed VO sessions.

Moonbot Studios

June 2015 – November 2016

Lead Game Designer

- **Unannounced Unity Project (PS4 + Xbox One)**
 - Successfully rebooted struggling project and procured publisher funding.
 - **Lead Game Designer** on a multiplayer strategy game, built in Unity.
 - Led and mentored a junior designer.
 - Provided direction to the team and conducted extensive playtesting.
 - Created paper prototypes and prototypes in Unity.

Other Ocean Interactive

June 2011 – June 2015

Game Designer

- Creator of **Giant Cop: Justice Above All**. Crafted initial idea, prototype and procured game funding.
- Creator of hit iOS game **NBA Rush**. Crafted initial pitch and led level design on the project.
- Assisted in scenario design for **RAD Boarding (iOS)**. Directed audio team's music + SFX direction.
- Quest Designer and writer on **Poptropica Forgotten Islands (iOS + 3DS)**.
- Lead Designer and writer on **Kaiju Carnage**, a unique title utilizing new tech called the Myo Armband.
- Writer on **Drag Racing Live (iOS)** for 505 Games. Crafted narrative approach, story, characters and dialogue.

Harmonix Music Systems

March 2008 – February 2011

Senior QA Tester/Design Assistance

- Assisted in developing UI + gameplay systems and balancing songs for **Dance Central**, an original Kinect title.
- Crafted documentation for original competitive analysis on Dance Central.
- Assistance with running playtest sessions on the Rock Band series.
- Won a company award for community involvement.

Vivendi Universal Games

May 2006 – April 2008

QA Tester

- QA testing at a large publisher. Worked on several titles, including Scarface: The World is Yours (PS2), Crash of the Titans (Xbox 360, PS2, Wii), Geometry Wars: Galaxies (Wii + DS), The Spiderwick Chronicles (Xbox 360, PS2, Wii), F.E.A.R. (PS3), and Prototype (Xbox 360 + PS3).
- Co-wrote the strategy guide for Crash of the Titans (Xbox 360, PS2, Wii).
- Won company award for most productive employee.

FUN FACTS AND ADDITIONAL HONORS

- **Finalist** in over a dozen screenplay festivals.
- Video editor on game trailers, short films, company presentations and music videos.
- Wrote an epic fantasy novel that at least two hundred and eleven people enjoyed.
- Singer and keyboardist of a power rock band.
- Auditioned for *American Idol*. Winner of several large local karaoke competitions.